Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the present application:

Listing of Claims:

1. (currently amended) A method for arranging and playing a media presentation, comprising:

providing a plurality of media objects;

receiving configuration instructions from a user, the configuration instructions comprising selecting and ordering the plurality of media objects, and specifying a transition between the plurality of media objects;

arranging the plurality of media objects into an ordered sequence responsive to the configuration instructions;

associating the ordered sequence of media objects with a trigger event;

monitoring for the trigger event;

detecting the trigger event;

accessing a list identifying the association between the trigger event and the ordered sequence of media objects; and

playing, responsive to the trigger event, the ordered sequence of media objects on a display.

2. (original) The method according to claim 1, further including the step of packaging the plurality of media objects into an encapsulated media package, the media package further including sequencing information for the media objects.

3. (original) The method according to claim 2, further including the steps of:

publishing the media package to a remote user device;

associating, on the remote device, the media package with a trigger event;

monitoring for the trigger event on the remote device; detecting the trigger event on the remote device; and

playing on the remote device, responsive to the trigger event, the ordered sequence of media objects.

4. (original) The method according to claim 1, further including:

dividing at least one of the media objects into a set of sequential subsets so that each subset is smaller than a maximum size; and

wherein the divided media object is played by loading and playing each of its respective subsets in sequential order.

5. (previously presented) The method according to claim 1 where at least one of the media objects is a sound file and at least another one of the media objects is an image file.

6. (original) The method according to claim 1 where the presentation is a screensaver for a display device, and the ordered sequence of media objects is played responsive to a timed trigger event.

7. (currently amended) A wireless device, comprising:

an embedded processor;

a keypad input device coupled to the embedded processor;

a display screen coupled to the embedded processor;

a memory including a list, the memory coupled to the embedded processor;

wherein the embedded processor implements a method comprising:

displaying to a user a plurality of available media objects; receiving the

user's configuration instructions from the keypad, the configuration

instructions comprising selecting and ordering the plurality of media

objects, and specifying a transition between the plurality of media objects;

selecting and ordering a set of media objects responsive to the

configuration instructions; associating the set of media objects with a

trigger event, the trigger event occurring at the wireless device; monitoring for the trigger event; <u>accessing the list identifying the association between the trigger event and the ordered sequence of media objects;</u> and presenting, responsive to the trigger event, the ordered sequence of media objects.

8. (original) The wireless device according to claim 7, further including a position location receiver coupled to the embedded processor, and wherein the embedded processor presents the media objects responses to a trigger event generated by the position location receiver.

9. (original) The wireless device according to claim 7, further including a timer coupled to the embedded processor, and wherein the embedded processor presents the media objects responses to a trigger event generated by the timer.

10. (original) The wireless device according to claim 7, further including a call processor coupled to the embedded processor, and wherein the embedded processor presents the media objects responses to a trigger event generated by the call processor.

11. (previously presented) The wireless device according to claim 7, wherein the embedded processor further receives caller identification information; and
    wherein the embedded processor presents the media objects responses to a trigger event generated according to the content of the caller identification information.

12. (currently amended) A method of arranging a screensaver and playing the screensaver on the display of a portable, battery powered device, comprising:
    providing a plurality of image files;
    receiving selection commands, the selection commands selecting a set of image files to use in the screensaver;
    ordering the selected files into a sequence;

specifying a transition between the selected files;

associating the sequence with a screensaver event;

monitoring for an occurrence of the screensaver event;

detecting the screensaver event;

accessing a list identifying the association between the screensaver event and the sequence; and

playing the sequence on the display as a screensaver.

13. (original) The method according to claim 12, wherein the receiving step further includes accepting commands entered by a user.

14. (original) The method according to claim 12, wherein the receiving step further includes accepting commands generated responsive to the portable device receiving a wireless communication.

15. (original) The method according to claim 12, further providing a sound file, and ordering the sound files into the sequence so that the sound plays on a speaker device.

16. (original) The method according to claim 12 further including the step of packaging the selected media files and sequencing information into a media package.

17. (previously presented) The method according to claim 16 further including the steps of

transmitting the media package to a remote device; and

playing the sequence on the display of the remote device.

18. (currently amended) A method of playing a media presentation using a device, comprising:

providing a media package, the media package including sequence information for ordering a plurality of media objects and specifying a transition between the plurality of media objects in the media presentation;

associating the media package with an event trigger;

monitoring the device for an occurrence of the event trigger;

accessing a list identifying the association between the event trigger and the media package; and

playing, responsive to the event trigger, the media presentation.

19. (original) The method according to claim 18, wherein the providing step includes receiving the media package through a network connection.

20. (original) The method according to claim 18, wherein the providing step includes receiving the media package through a wireless connection.

21. (previously presented) The method according to claim 18, wherein the providing step includes:

receiving configuration instructions from a user of the device;

selecting the media objects according to the configuration instructions;

ordering the media objects according to the configuration instructions;

transitioning the media objects according to the configuration instructions; and

generating the media package at the device.

22. (previously presented) The method according to claim 18, wherein the providing step includes:

receiving configuration instructions;

selecting the media objects according to the configuration instructions;

ordering the media objects according to the configuration instructions;

transitioning the media objects according to the configuration instructions; and

generating the media package.

23. (original) The method according to claim 18, wherein the media package is an encapsulated media package including data for the media objects.

24. (original) The method according to claim 18, wherein the media package is a referenced media package including a reference to a file location to access data for the media objects.